



FIRE CALL™ BOARD GAME

The present invention relates to a board game and more particularly to a firefighter themed board game.

- 5 The following patents are considered to be of general relevance to the subject matter of the present invention and are not believed to anticipate or render the present invention obvious, whether taken alone or in combination.

10 Canadian Patent No. 1,288,787 (Ironside et al.) OIL EXPLORATION Ironside et al. teach an oil exploration game using a 3-dimensional game box having a playing surface around the periphery of the top surface and a central play area. Players attempt to gain ownership of parts of the central play area. Cards are provided which indicate rewards and punishments. The object of the game is to accumulate the most money through oil exploration beneath the play areas which the players own.

15 United States Patent No. 1,085,202 (Gingras) GAME Gingras describes a game purposed to simulate certain aspects of real estate management. Players attempt to accumulate property, maintain, and build upon that property. Players also incur expenses in order to keep up their property. At the point when any one player has occupied each of their spaces, the game is over and the winner is determined by the player having the highest point value of their cards
20 on their spaces.

Canadian Patent No. 1,285,583 (Ingles et al.) BOARD GAME AND COMPONENTS THEREFOR Ingles et al. disclose a game in which players attempt to control a simulated wild fire. The conditions of the fire are determined randomly at the game's outset and change
25 during play according to game cards. The players use various equipment to combat the fire and attempt to predict the fire's future status based on information available. The game is purposed to provide teaching and enjoyment.

United States Patent No. 5,139,269 (Peterson) FINANCIAL GAME APPARATUS Peterson teaches a game in which players buy and sell stocks while moving around a board. Penalties and rewards are handed out based on where the player lands on the board. Stocks may be bought when the player lands on the square indicating that stock. The stock prices are
5 determined randomly by an external electronic source.

United States Patent No. 5,183,257 (Shore) FIRE SAFETY AND HAZARDS GAME Shore describes a board game purposed to teach fire safety in which players circulate around the board and attempt to accumulate awards and money. Players may attempt to take short cuts
10 but may be penalized for landing on squares which indicate that an unsafe activity has been performed which increases the risk of a fire. The object of the game is to circulate the board more times than the other players.

According to an aspect of the present invention there is provided a board game comprising: a
15 plurality of player markers; a game board having a plurality of spaces thereon for movement of player markers, said plurality of spaces including: a plurality of equipment spaces, whereby a player obtains an equipment card indicated by a landed-on equipment space; a plurality of task spaces, whereby a player takes a task card at random from a collection thereof upon
20 landing on a task space and attempts to complete a task which is indicated on the task card by turning in at least one equipment card in their possession; and random number generating means for determining movement of the player markers about the board.

The equipment cards may indicate a piece of equipment useful for fighting a fire. The tasks cards may indicate a firefighting task. The districts may represent firefighting districts.

25 The board may further comprise a plurality of district spots, separate from the plurality of spaces, obtainable upon successful completion of a task and the game may further comprise a plurality of district markers for placement on an obtained district to indicate ownership thereof, regardless of whether the district was previously owned or not. Task cards may indicate either a specific district to be obtained or a choice of districts.

The player pieces, equipment cards, and/or district markers may be marked to indicate the player associated therewith by indicia, for instance a city name, and/or by colour-coding.

- 5 The game board may further comprise a plurality of duty spaces, whereby a player landing thereon takes a duty card at random from a collection thereof and follows instructions for playing the board game indicated on the duty card. For simplicity, players playing the game may pick cards from the top of a pile to achieve a random selection. Duty cards may indicate firefighting-related instructions and various instructions for moving about the board, picking
10 cards, etc.

The duty cards may include cards having instruction to place a particular equipment card on a garage space on the board resulting in the particular equipment cards being temporarily unusable.

- 15 The game board may further comprise at least one back-in-service space, whereby a player landing thereon may return any or all of their equipment cards which are on a garage space to their possession.

- 20 The game board may further comprise at least one injury space, whereby a player landing thereon must proceed to a hospital space on the board where the player remains until liberated. A player may be liberated from a hospital space by any player obtaining a preselected number by the random number generating means or by use of a particular duty card.

- 25 The game may further comprise rank badges which may be obtained by a player by landing on a promotion space of the board or as a result of instructions indicated on a duty card, wherein the rank cards reduce the number of equipment cards needed for completion of the tasks. The rank badges may represent a rank of firefighting including, from lowest to highest, some or all of firefighter, lieutenant, captain, deputy chief, and fire chief.

The game board may further comprise at least one mutual aid space, whereby a player landing thereon is permitted to turn in, in addition to any of their own equipment cards, one or more equipment cards from another player in order to complete a task.

- 5 The game board may further comprise at least one start space upon which players may place their playing piece at the game's outset.

The game board path may be in the configuration of a maltese cross. The random number generating means may comprise a die.

- 10 In an advantageous embodiment of the invention, the board game may be described as including: a game board with playing spaces preferably configured as a maltese cross for navigation by Player Pieces using a die, Equipment Cards to be accumulated by each player and useful in attending to Fire Calls indicated on Fire Call cards; Station Duty Cards providing instructions to be followed by each player; District Markers for use in designating the Districts
15 held by each player upon successful completion of a Fire Call; Fire Service Badges to be gained by each player in order to increase their rank, thereby helping them to attend to Fire Calls; additional features of the game include instructions to enter and exit a Hospital and Garage. The object of the game is to hold the most Districts at the time at which all Districts are covered.

- 20 Embodiments of the invention will now be described, by way of example, with reference to the accompanying drawings, in which:

Figure 1 is a plan view of a board constituted by an embodiment of the present invention;

Figures 2a and 2b are plan views of Station Duty cards for use in the embodiment of Figure 1;

- 25 Figures 3a and 3b are plan views of Fire Call cards for use in an embodiment of the present invention;

Figures 4a and 4b are plan views of Equipment cards for use in an embodiment of the present invention;

Figures 4c and 4d are plan views of Mutual Aid cards for use in an embodiment of the present invention;

5 Figure 5 is a plan view of a Playing Piece for use in an embodiment of the present invention;

Figure 6 is a District Marker for use in an embodiment of the present invention;

Figure 7 is a die for use in an embodiment of the present invention;

Figure 8 is a plan view of a Fire Service Badge for use in an embodiment of the present invention;

10 Figure 9 is a set of Fire Call cards for an embodiment of the present invention; and

Figure 10 is a simplified version of the game board according to another embodiment of the present invention.

15 A preferred theme of the present invention is that of firefighting and the specific features according to preferred embodiments are directed to this theme, however, the game board is not limited to this theme.

A game board (1) illustrated in Figure 1 comprises a maltese cross shaped path with four points of entry into the main path, namely fire station 8, fire station 8a, garage 13 and hospital 15. A simplified version of the board (1a) is depicted in Figure 10 which illustrates the permitted direction of movement of player markers. The outer circle of the path and radial branches are composed of equipment spaces (11a) each designated in Figure 1 by the letter "E". A player who lands on this type of space takes the equipment card (shown in Figures 4a and 4b) which is indicated on the space. The inner circle is mostly composed of alternating "Fire Call" (FC) spaces (18) and "Station Duty" (SD) spaces (12). A player who lands on a Fire Call space (18) takes a "Fire Call" card (3) from the top of a stack thereof and attempts to answer that call. A player who lands on a Station Duty space (12) takes a "Station Duty" card (2) and follows the instructions indicated thereon. The inner circle also includes four additional spaces, namely a Mutual Aid space (11b), a Back-in-Service space (10), an On-the-Job Injury space (14), and a Fire Service Promotion space (9), each of which are described below in the

20

25

30

Rules of the Game. Four spaces are provided outside of the main path which enter to the four additional spaces (11b,10,14,9) mentioned above, namely, two Fire Station spaces (8, 8a) from which players begin the game, a Garage space (13) and a Hospital space (15) both of which are described below in the Rules of the Game. The board also comprises a center region (17) showing a map and having district spaces (16), preferably ten, located therein.

The board may include photographs and/or pictures relating to the theme of the game.

The game may be preferably suitable for ages 8 to adult. The game may preferably be played by 2 to 4 players.

The four portions separating the outer and inner rings of the maltese cross may be marked with, for instance, colours, numbers or symbols.

GAME RULES

Preferred embodiments of the present invention are described within the following Game Rules according to an embodiment of the present invention:

FIRE CALL™

Are You Ready To Take Command

In the early days of firefighting, firefighters were provided with buckets and together they grouped in brigades to extinguish fires that threatened the life, property and environment of those that lived in that era. Today, modern firefighting has improved dramatically with the development of new methods and technology, but it still takes an individual with great dedication, determination and bravery to accomplish the many jobs of a firefighter. So the one question I must ask you before you begin, "ARE YOU READY TO TAKE COMMAND?"

AGE: 8 TO ADULT

2 TO 4 PLAYERS

OBJECT

To become the Fire Department with the most districts by gathering up the necessary equipment to complete each fire call.

5 EQUIPMENT

Game board (1) - 40 Station Duties cards (2) - 72 Fire Call cards (3) - 25 Chicago Fire Dept. Equipment cards (4a, 4b) - 25 Calgary Fire Dept. Equipment cards (4a, 4b) - 25 Toronto Fire Dept. Equipment cards (4a, 4b) - 25 Halifax Fire Dept. Equipment cards (4a, 4b) - 4 colour coded playing pieces (5) - 10 colour coded District Markers for each station (40 total) (6) - 1
10 die (7) - 20 colour coded Fire Service Badges (19).

PREPARATION

Place the game board (1) on a playing area, and put the Fire Call Cards (3) and the Station Duties cards (2) face down accessible to all players. Each player chooses a color playing
15 piece (5) along with 10 matching District Markers (6) which represents a certain fire department.

Toronto (BLUE) Halifax (YELLOW)

Chicago (RED) Calgary (GREEN)

Separate each of the 4 sets of Fire Department Equipment cards (4a, 4b) and get each player
20 to act as Dispatcher for the player to their left, or an individual Dispatcher could be appointed to distribute these cards as well as fire service badges (19) throughout the play of the game. Each player starts at the rank of Firefighter, and receives a Firefighter Badge before play begins. Throughout the game, players can be promoted or demoted; no lower than Firefighter and no higher than Fire Chief.

25 DISPATCHER

The individual selected for this job is responsible for the distribution of all the Fire Department equipment cards (4a, 4b) and badges (19) for each of the players involved in the game. If the Dispatcher is also playing the game they must keep their acquired equipment cards and

badges separate from those not yet obtained. Each player could also act as Dispatcher for one of their opponents, which is probably the best way to go.

PLAYING THE GAME

- 5 Each player places their playing piece (5) on alternate Fire Station spaces (8, 8a) on the board (1) and takes their turn rolling the die (7), the player with the highest roll goes first continuing in a clockwise fashion around the board (1). Play then moves to the player on their left.

- 10 Players may move their playing pieces (5) in and around any of the four wings of the maltese cross, in order to collect their equipment cards (4a, 4b). However, they may only move their playing piece (5) in the directions shown in Figure 10. The inner circle is where players should focus if they believe they have collected enough equipment cards (4a, 4b) to complete a Fire Call. A player holding the rank of Firefighter for example needs a minimum of nine pieces of equipment. (Hint: This includes the 6 pieces in one of the 4 wings, plus 3 others from around
- 15 the board. The more equipment you collect, the greater your chances are to succeed.)

The playing pieces (5) remain on the spaces occupied and proceed from that point on the players next turn. Two or more playing pieces (5) may remain on the same space at the same time.

- 20 According to the space your playing piece (5) reaches, you may be required to collect a piece of Fire Service Equipment (4a), follow the instructions of a Station Duties card (2), attempt to complete a Fire Call in order to obtain a District, report to the Hospital due to an On-the-Job Injury, receive a Fire Service Promotion or remove your equipment from the out-of-service Garage by landing on a Back-in-Service space (10). The game is over once all the Districts
- 25 are covered and one Fire Department holds a majority of the Districts. In the event of a tie, play continues until ONE Fire Department gains control of more Districts than any other opponent. This player is then declared the winner.

FIRE STATION

Each of the two Fire Station spaces (8, 8a) in the game will be the starting positions for each of the participating Fire Departments at the start of the game. Each playing piece (5) corresponds to a Fire Department. You may be asked to return to your own Fire Station (8, 8a) for a much needed piece of Fire Service Equipment. In this situation you would continue play from your Fire Station location. The first space counted when exiting your Fire Department is the one at the end of the driveway. The Fire Service Promotion space (9) and Back-in-Service space (10), are the first counted spaces out of each of the two available Fire Stations.

FIRE SERVICE EQUIPMENT

This is the much needed equipment that you must continually collect throughout the game in order to complete a FIRE CALL. Fire Service Equipment is collected when a player lands on one of the Fire Service Equipment spaces (11a) located in each of the four wings of the MALTESE CROSS; these wings are categorized by the numbers 1, 2, 3 and 4. These categories are created because it requires each of the six pieces in one of the four wings of the MALTESE CROSS, plus three others from around the board when you hold the rank of Firefighter, to complete a FIRE CALL.

In the event of landing on a piece of Fire Service Equipment that you already own, you get to Roll Again, until you land on a piece of Fire Service Equipment not yet owned or any other space on the board. The maximum amount of additional rolls a player receives to do this is 3. Play then continues to the next player.

Each of the four Fire Departments has a total of 24 Fire Service Equipment cards (4a) and one Mutual Aid card (4b) which are collected when a player lands on the respective Fire Service Equipment spaces (11a) and Mutual Aid space (11b). Once these cards are used to complete a FIRE CALL, they must be passed in and collected again. This also includes the opponents cards used by way of Mutual Aid. If you are instructed to collect a much needed piece of Fire Service Equipment, this does not include your Mutual Aid card (4b).

STATION DUTIES

When a player lands on a Station Duties space (12), they must pick a Station Duties card (2) and follow the instructions given. The players turn is not over until all the instructions on the card are followed. If a player is asked to use a piece of Fire Service Equipment they do not return it to their Dispatcher as they would during a Fire Call. However, they must place their equipment on the out-of-service Garage on the Garage space (13) if they are instructed to do so.

(The discarded Station Duties cards are to be placed face up in a pile next to the Station Duties stack, and reshuffled when the draw pile is depleted to be used again.)

HOSPITAL

If you land on a Station Duties space (12) and you are informed that you received an injury and you have been instructed to go to the Hospital, or you land on the square that says On-the-Job Injury (14), you must report to the Hospital immediately which is found on the Hospital space (15). There are two ways to get out of the Hospital, either YOU or ANY of your opponents must roll a six or by way of a Band Aid indicated on a Station Duties card (2). Also, if you are in the Hospital, your Fire Service Equipment MAY NOT be used by way of Mutual Aid.

ON-THE-JOB INJURY

When a player lands on the On-the-Job Injury space (14), they have sustained an On-the-Job Injury, and must move their playing piece (5) to the Hospital immediately. The only way a player can get out of the Hospital is by that player or one of their opponents rolling a six, unless otherwise stated or by using a Band Aid card which is one of the Station Duties cards (2). The first space counted when leaving the Hospital is the Mutual Aid space (11b).

FIRE CALL

When a player lands on a Fire Call space (18), it is their chance to win a District. When landing here you must pick a FIRE CALL card (2) and attempt to complete the call, unless you already own the District.

- 5 On each FIRE CALL card (3) a District number or District choice will be indicated at the top, this is the District you are attempting to win. There will also be a list of different pieces of Fire Service Equipment which you will need in order to complete the FIRE CALL. The number of pieces you need however, totally depends on your rank. Each rank on the FIRE CALL card (3) is indicated by a colour striped arrow.

10	FIRE CHIEF	=	RED & UP
	DEPUTY CHIEF	=	YELLOW & UP
	CAPTAIN	=	BLUE & UP
	LIEUTENANT	=	WHITE & UP
	FIREFIGHTER	=	BLACK & UP

- 15 For example if you were to pick the following card and your Fire Service Badge (19) was that of "LIEUTENANT", you would need a Rescue Truck, Roof Ladder, Salvage Cover, Man Down Alarm, Pumper Truck, Defibrillator, Class B Foam and a Tanker Truck in order to complete the FIRE CALL. If you were successful in completing this FIRE CALL, you would then place one of your Fire Departments coloured District Markers (6) over District # 7. The ten districts (16) numbered 1 through 10 are identified in the centre region (17) of the board (1).
- 20

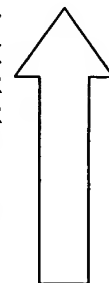
ATTENTION ALL UNITS: Please respond to alarms activated
at 11 Thornhill Drive, Caller indicates heavy smoke coming from
25 the rear of the building.

FIRE CALL

35
FIRE CHIEF
DEPUTY CHIEF
CAPTAIN
LIEUTENANT
FIREFIGHTER

District # 7
RESCUE TRUCK
ROOF LADDER
SALVAGE COVER
MAN DOWN ALARM

PUMPER TRUCK
DEFIBRILLATOR
CLASS B FOAM
TANKER TRUCK
HAZ-MAT OPERATION EQUIP



If the District has already been covered by another opponents District Marker (6), you would replace their District Marker (6) with one of your own. To do this you must pass in the necessary Fire Service Equipment card (4a) to complete the FIRE CALL and earn your right for the District.

(The discarded FIRE CALL cards are to be placed face up in a pile next to the FIRE CALL stack, and reshuffled when the draw pile is depleted to be used again.)

MUTUAL AID

The Mutual Aid card (4b) can be used when a player does not have all the necessary Fire Service Equipment to complete a FIRE CALL. This card (4b) enables you to get ONE of your opponents to assist you in completing a FIRE CALL. This enables you to use the Fire Service Equipment from the opponent you choose as long as your Fire Department doesn't already own it. This card (4b) CANNOT be used on any player in the Hospital.

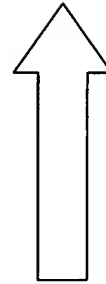
For example if you were a Deputy Chief of the Halifax Fire Department and you had your Mutual Aid card (4b), a Roof Ladder, Man Down Alarm and a Defibrillator, and you drew the Fire Call card (3) from the pile, you could use your Mutual Aid card (4b) to get a Rescue Truck, a Salvage Cover and a Pumper Truck from one of your opponents to complete the FIRE CALL. The Fire Service Equipment and Mutual Aid cards (4a,4b) used however, must be returned to their Dispatcher, including the equipment used from the other opponent by way of Mutual Aid. Mutual Aid card (4b) can only be used on ONE of your opponents at a time and all players must reveal their collected equipment to each of their opponents.

ATTENTION ALL UNITS: Please respond to alarms activated at 11 Thornhill Drive, Caller indicates heavy smoke coming from the rear of the building.

FIRE CALL

FIRE CHIEF
DEPUTY CHIEF
CAPTAIN
LIEUTENANT
FIREFIGHTER

District # 7
RESCUE TRUCK
ROOF LADDER
SALVAGE COVER
MAN DOWN ALARM
PUMPER TRUCK
DEFIBRILLATOR
CLASS B FOAM
TANKER TRUCK
HAZ-MAT OPERATION EQUIP



15

OUT-OF-SERVICE

20

Throughout the game a Station Duties card (2) may instruct you to place a piece of Fire Service Equipment out-of-service. Place it on the out-of-service Garage space (13). It cannot be used to complete a FIRE CALL in any way, until it is Back-in-Service. The only pieces of Fire Service Equipment that can be placed in the out-of-service Garage, are those that have already been collected by the players.

25

There are two ways to bring a piece of Fire Service Equipment back into the game. A player can take "ALL" of their Fire Service Equipment, back into the game, by landing on the space "Back-in-Service" (10). Or, a player rolling a six may remove "ONE" piece of Fire Service Equipment from the out-of-service Garage. If that player forgets to remove a piece of Fire Service Equipment from the Garage after they roll a six, and the next player has gone already, it stays in the Garage until you receive another chance to get it out. Mutual Aid is NOT considered Fire Service Equipment.

30

FIRE SERVICE PROMOTION

Throughout this game a Firefighter can climb several ranks. The higher the rank, the more importance you have in the Fire Service. At the start of the game you should have received a

35

Firefighter Badge (19). This means you would need all the Fire Service Equipment asked for on the FIRE CALL card (3), if you remained at that rank. As you climb in rank, you must not forget to pass in your Fire Service Badge (19) for the one with the higher rank. If you forget to do so and are attempting to complete a FIRE CALL, you may be asked to provide the necessary equipment for that of the badge (19) you have.

Throughout the game, players can be promoted or demoted; no lower than Firefighter or higher than Fire Chief. The rank order is as follows.

Lowest - Firefighter Lieutenant Captain Deputy Chief Fire Chief - Highest

Once a player obtains the rank of Fire Chief, any Fire Service Promotion received when they hold this status will enable the player to collect any ONE of their uncollected Fire Service Equipment cards (4a) or their Mutual Aid card (4b).

There are two ways in which a player can climb in rank. One is to land on the space (9) that says "Fire Service Promotion", and the other is by the Station Duties cards (2). If at anytime you receive a Fire Service Promotion, pass in your old badge (19) for that of the next highest rank. Keep in mind however, "What Goes Up, Can Come Down".

BACK-IN-SERVICE

Once you land on the Back-in-Service space (10), it entitles you to remove ALL of your Fire Service Equipment from the out-of-service Garage, to be put back in the game. In order for a player to put a piece of Fire Service Equipment back in the game, the player just places it back with the rest of their collected equipment.

BAND AID

These are Station Duties cards (2) that can be collected and kept from the Station Duties card (2) stacks, which enable you to be relieved of your injuries and released from the Hospital immediately. Once these Band Aid cards are used, they must be returned to the Station Duties card (2) stacks right away.

DISTRICT CHOICE

This allows you to choose the district of your choice when you are completing a Fire Call, even if it is already covered with a District Marker (6). Word of advice from one Firefighter to another however, WHAT GOES AROUND, COMES AROUND.

ROLLING A SIX

When a player rolls a six, many different things may be accomplished on top of advancing 6 spaces. A player can also get back 1 piece of their Fire Service Equipment that has been placed in the out-of-service Garage "or" a player may release themselves or one of their opponents from the Hospital.

SHORTENED VERSION

If players wish to shorten the length of a FIRE CALL game, they may begin the game by awarding each team a certain number of Districts and/or a certain number of Fire Service Equipment cards (4a,4b) before play begins.

FIRE SAFETY TIP
NEVER PLAY WITH MATCHES
&
WHEN YOU CHANGE YOUR CLOCKS,
CHANGE YOUR BATTERIES IN YOUR
SMOKE DETECTORS

-- end of game rules --

The following pieces of equipment may be indicated on the equipment spaces and each of the players' equipment cards:

HIGH ANGLE RESCUE EQUIPMENT

- This equipment enables firefighters to help victims in rescue situations, that are located above or below grade. High angle rescue equipment is used to protect the firefighter

and victims as they move and/or work in elevated locations where a fall could cause injury or death. Victims stranded on a rock ledge or on an upper floor of a partially collapsed building, would be good examples of where this equipment would be used.

5 AERIAL TRUCK

- The main difference between this truck and any other, is the large hydraulic ladder that can be used to give firefighters access to elevated areas. This apparatus enables firefighters to perform such tasks as ventilation, fire attacks from an elevated hose stream, or even a rescue from a floor of the building the extension ladders won't reach.

10 This truck comes in really handy in areas or districts with high rise buildings.

MUTUAL AID

- This card enables you to get assistance from any of your opponents. During a firecall this card enables you to utilize the equipment of any one opponent for that which you have not received yet. If you have all the necessary tools needed except for (X) and one
15 other station has (X), this card enables you to call on them for mutual aid. Once it is used, you must pass it in and land on it again, in order to use it.

CLASS "A" FOAM

- This is a concentrated liquid that when mixed with water creates a foam solution, that
20 when exposed to the air develops foam. This particular foam is used on class "A" fires, which consist of fires involving ordinary combustibles. Class "A" foam coats and insulates these combustibles, protecting them from ignition.

CLASS "B" FOAM

- This is a concentrated liquid that when mixed with water creates a foam solution, that
25 when exposed to the air develops foam. This particular foam is used on class "B" fires, which consist of fires involving flammable and combustible liquids. Class "B" foam is also used to suppress vapors from unignited spills of these liquids.

PUMPER TRUCK

- Due to its ability to pump large amounts of water, this apparatus is usually your front line attack engine. When this truck arrives on scene, water can be supplied to it through various methods such as lakes, streams, porta tanks, tanker trucks and hydrants. Attack teams use the hose lines on the pumper truck to attach and extinguish the fire, while the apparatus is constantly supplying the hose lines with water from one or more of its various sources.

SALVAGE COVER

- These covers are mainly used in the loss control stage of a fire call to prevent further damage. Today, salvage covers are commonly made from waterproof canvas materials or vinyl and come in various sizes. They are used to protect items, cover holes, or even to catch and direct water.

MASTER STREAM DEVICE

- These devices see much less use than other types of nozzles. However, when the need arises for their use, they are usually the last method used in order to control and extinguish the fire. Master Stream Devices or Monitor Guns are deployed in situations where the fire is beyond the control of hand lines, or in locations that are no longer safe for firefighters.

MAN DOWN ALARMS

- Also known as a "PASS" or Personal Alert Safety System, these devices are designed to aid in the rescue of a downed or disoriented firefighter. If a firefighter should collapse or remain motionless for approximately 30 seconds, the "PASS" device will send out a loud, pulsating shriek, which helps firefighters in finding the firefighter that needs help.

TANKER TRUCK

- This apparatus is more commonly used in rural areas, outside of a municipality's water supply or grid system. Tanker trucks are used to provide a direct water supply to a

pumper, or through an indirect method by way of porta tanks. The porta tank method allows the tanker to dump its water supply and go refill. Due to the unavailability of hydrants in most rural areas for the pumper to hook up to, the tanker is a very important and necessary piece of equipment.

5

DEFIBRILLATOR

- The “Automated External Defibrillator” is widely used in the fire service today. This tool is used to aid individuals in cardiac arrest. At the cardiac arrest stage, the patient’s heart is not working properly and beating at an irregular pace. This tool is like a big reset button which actually stops the irregular heart beat, in order to allow the normal pacemaker of the heart to kick back in at its normal rhythm.

10

VEHICLE EXTRICATION EQUIPMENT

- This equipment is highly used in the fire service, due to the high number of motor vehicle accidents that occur each year. Vehicle extrication involves the removal of a man made, motorized vehicle from around a trapped and/or injured victim. Many accidents today involve people or pets that have been trapped, and this equipment enables firefighters to free the trapped victim.

15

100 FEET OF HOSE

20

- This is the device used to transport water from one source such as a hydrant to the fire. It can come in a variety of colours, diameters and lengths, most commonly ranging from 1 1/2 to 5' and 50 to 100 feet in length.

ROOF LADDER

25

- These are generally single ladders equipped with folding hooks that provide a means of anchoring the ladder over the roof’s ridge. This type of ladder lies flat on the roof’s surface, providing firefighters a more stable area to work from. Their lengths range from 12 to 24 feet.

30

FOAM EDUCTOR

- The in-line foam eductor is the most common device used for foam proportioning. The eductor can be either attached to the discharge on the pump panel or in the hose lay itself. The small pick up tube is then placed in the container of foam concentrate. Once water begins to flow through the eductor, a suction effect is created in the pick up tube, causing the foam concentrate to go up the tube and mix with the water flow.

S.C.B.A.

- A Self Contained Breathing Apparatus. This device is used by firefighters to enter into hazardous areas with low levels of breathable air. It consists of an air cylinder, backpack and harness, face piece and a regulator.

PORTA TANK

- This Portable Tank allows firefighters in rural areas without hydrants, to provide their attack truck with a water supply, while they go to refill their tanker truck. The most common porta tank is the collapsible or folding type that uses a square metal frame and liner.

VENTILATION FAN

- Ventilation is the removal of heated air, smoke and gases, replacing them with cooler air, which allows for safer working conditions and better visibility for firefighters. These fans assist in the removal of the above by creating positive pressure ventilation (pushing smoke outside by creating a higher pressure inside the building) or negative pressure ventilation (pulling smoke out by turning the fan in the opening outward).

RESCUE TRUCK

- This truck carries with it various types of rescue equipment for a variety of different jobs. Such equipment may include high angle rescue, haz-mat operation, vehicle extrication and ice and water rescue. The rescue truck could also carry medical equipment, extra cylinders, generators or even a cascade system to refill cylinders on scene.

ICE & WATER RESCUE EQUIPMENT

- This equipment could be used in various bodies of water such as pools, lakes, rivers and ponds. In rescue situations such as this, the victim is stranded, floundering, or has been submerged for a short period of time. Some of this equipment would include a water rescue helmet, life line, a personal flotation device and a thermal protective suit when working in or around ice or cold water.

VENTILATION SAWS

- Ventilation is the removal of heated air, smoke and gases, replacing them with cooler air, which allows for safer working conditions and better visibility for firefighters. These saws are used to cut holes in buildings, usually in the roof, allowing the heated air, smoke and gases to escape. Without ventilation, the temperature inside the structure would increase resulting in flashover.

CASCADE SYSTEM

- This device is used to refill air cylinders for your SCBA. It consists of a series of at least three, 300 cubic-foot cylinders. The way you fill air cylinders for Self Contained Breathing Apparatuses, is by opening the valve of the cascade cylinder that has the least pressure, but that has more pressure than the SCBA cylinder. Once the two cylinders balance out, you move to the next highest cascade cylinder.

MEDICAL 1ST RESPONDERS

- This is a particular level of medical training for specific personnel who are called upon to provide Emergency Pre-Hospital Care to the sick and injured. Being firefighters you are often called upon first (First Responders), so this training allows you to provide a level of medical aid to individuals in need, until they can be looked at by someone with a higher level of medical training such as a paramedic or doctor.

EXTENSION LADDER

- These ladders are adjustable in length which generally range from 12 to 39 feet. It consists of a "Bed Section", which is the widest section of the ladder and one or more "Fly Sections". These are the sections of the ladder that extend, giving the ladder a greater length. These ladders provide firefighters access to windows and roofs within its extendable limit.

HAZ-MAT OPERATION EQUIPMENT

- This particular equipment requires a lot of knowledge in dealing with hazardous materials. This equipment provides trained firefighters with the necessary tools in dealing with a hazardous material that has spilled or leaked, possibly becoming immediately dangerous to someone's life and/or health. This equipment helps firefighters to contain the hazardous material, preventing further danger.

The following instructions may be indicated on duty cards (2), preferably called "Station Duty" cards in line with the firefighting theme.

- ALARMS ACTIVATED, PLEASE RESPOND: Advance to the next fire call space to try and complete the fire call.
- DISTRICT CHOICE: This card allows you to change the District number on a Fire Call card your Fire Department is trying to complete, to a District number of your choice. This card must be returned to the bottom of its stack once it is used.
- CONGRATULATIONS on rolling a perfect hose roll. Move to 100 feet of hose to collect your card and roll again.
- Your new Pumper Truck has arrived. Advance to that space to collect your card and roll again.

- It has been a bad day and now it's even worse. You have been demoted to the rank of firefighter. Exchange your badge and miss your next turn.
- 5 • Replace one of your DISTRICT MARKERS with one of your Opponents. If you do not own a district, CONGRATULATIONS, you do now. Place one of your District Markers on one of the unoccupied Districts.
- CONGRATULATIONS on being a good team player. Move your playing piece to the Mutual Aid space and collect your card if you don't already have it.
- 10 • ALARMS ACTIVATED: Proceed to the nearest Fire Call space. If you can successfully complete this Fire Call, receive a Fire Service Promotion. If not, you are demoted one rank.
- 15 • Due to being consistently late for work, you have been demoted one rank. Exchange your badge and miss your next turn.
- Your SCBA is out of air. Fill it with your Cascade System. If you do not have a Cascade System, place your SCBA in the out-of-service GARAGE. If you do not have an SCBA, report to the HOSPITAL. YOU must roll a six to get out.
- 20 • While performing your station duties, you sprain your ankle. Report to the HOSPITAL. You can not move until you or one of your opponents rolls a six.
- 25 • A boy has fallen through the ice. Use your Ice & Water Rescue Equipment to get him out. If your Fire Department does not have this equipment, you are frozen to this spot and must MISS THE NEXT 3 TURNS.
- CONGRATULATIONS on completing your Haz-Mat Operations training. Move to Haz-Mat Operations Equipment to collect your card and roll again.

- Switch game piece positions with any opponent and complete the rules of the space. The player you switched with however is promoted one rank.

- 5 • Today's your lucky day. Move your playing piece to BACK-IN-SERVICE and collect all of your Fire Department's equipment placed out-of-service.

- CONGRATULATIONS: You have been awarded District coverage by the city on a District not yet protected by a Fire Department. Place one of your DISTRICT MARKERS
- 10 on one of the uncovered Districts.

- MOVE AHEAD 4 SPACES and roll again.

- You have walked into a hazardous atmosphere. Use your Haz-Mat Operations
- 15 Equipment to protect yourself. If you do not have your Haz-Mat Operations Equipment, report to the HOSPITAL and someone must roll a six to get you out.

- Your Fire Department has just received a new fleet of Fire Service Equipment due to an increased tax base. Collect your Aerial Truck, Pumper Truck, Tanker Truck and Rescue
- 20 Truck if you don't already have them.

- Your Fire Departments Class 'A' Foam and Class 'B' Foam have expired. If you have any of them place them in the out-of-service GARAGE.

- 25 • Due to your poor performance as a team player you LOSE your Mutual Aid Card.

- The structure fire you have been called to requires vertical ventilation. Use your Roof Ladder and Extension Ladder to accomplish this task. If you do not have both ladders, place your Ventilation Fan and Saw in the out-of-service GARAGE.

- Due to your exemplary fire service, the city rewards you with a FIRE SERVICE PROMOTION. Exchange your badge and roll again.
- 5 • FALSE ALARM: Return to your starting Fire Station and collect a piece of Fire Service Equipment that your Fire Department needs.
- One of your opponents was touching the patient while you were using the Defibrillator on a Mutual Aid Call. Choose one of your opponents to be put in the HOSPITAL. Someone must roll a six in order for them to be released.
- 10 • LOSE A DISTRICT: Remove the DISTRICT MARKER your opponents choose. Now your opponents must take turns rolling the dice. The opponent who rolls the highest replaces the removed DISTRICT MARKER with one of their own.
- Your Porta Tank sprung a leak. Place it in the out-of-service GARAGE.
- 15 • You have been called to a Motor Vehicle Accident. Use your Vehicle Extrication Equipment. If you do not have it, the player to your left must place a piece of your equipment in the out-of-service GARAGE.
- STATION TOUR: Move your playing piece to any space on the board and roll again.
- 20 • MUTUAL AID BLOCK: This card allows you to remove a Mutual Aid card from a player trying to use it. This card may be kept until it is used, then the opponents Mutual Aid card and this card must be returned to the bottom of their stacks.
- 25 • While performing a High Angle Rescue, you were injured. Report to the HOSPITAL. You can not move until you or one of your opponents rolls a six.

- **BAND AID:** This card may be kept and used to relieve you of any injury. Once it is used it must be returned to the bottom of the Station Duties pile.
 - Due to your poor evaluation you have been demoted one rank. Exchange your badge.
- 5
- During your daily inspection you discover your Extension Ladder is damaged. Place it in the out-of-service GARAGE for repairs.
 - Due to your bravery receive a FIRE SERVICE PROMOTION and roll again.
- 10
- During your daily vehicle inspection you discover one of your Fire Trucks is leaking oil. Place one of your Fire Department Trucks in the out-of-service GARAGE.
 - **CONGRATULATIONS** on completing your Medical First Responders Training. Advance to that space to collect your card and roll again.
- 15
- Your new Aerial Truck has arrived. Advance to that space to collect your card and roll again.